

ABSTRACT OF THE DISCLOSURE

An image generating method for producing a pictorial image at higher speed when a three-dimensional object is arranged in an object space. The image generating method has: operating a normal line to a surface of a three-dimensional object; setting a plurality of sampling points within a rendering region on which the three-dimensional object is projected on the basis of a predetermined viewpoint; and rendering the three-dimensional object by performing processing for determining an arrangement angle of a predetermined brush image on the basis of the normal line at a position on the surface of the three-dimensional object, corresponding to each of the plurality of sampling points, and arranging the predetermined brush image at the arrangement angle at the position corresponding to each of the plurality of sampling points in the rendering buffer.